CHANNEL F™

FAIRCHILD VIDEO ENTERTAINMENT SYSTEM

VIDEOCART™-8

Magic Numbers
• Mind Reader • Nim

TO PLAY	PRESS BUTTONS
Mind Reader	■ 1 4
• Options	1 2
Nim	■ 2 4
• Options	1 2

Mind Reader Hand Controller Action

- Push left/right—moves cursor.
- Twist left/right—cycles digit down or up.
- Push down—enters guess
- Pull up—for a new game

CLUES: H= "Hit," T = "Transpose."
SCORING: 20-guess-game—Computer gets guesses used, you get guesses left.
Timed Game—2,3, 4 or 5 points per digit, depending on mystery number.

Nim Hand Controller Action

- Push left/right/forward/back-moves color from square to square.
- Twist left/right —decreases or increases number in square.
- Push down —enters your move at end of game, clears screen.

SCORING: No Time Limit—Higher scores for more piles. Time Limit—Least amount of times scores most points

ENCODED PROGRAM © FAIRCHILD 1977

FAIRCHILD

---------------------------[VIDEOCART 8: MAGIC NUMBERS]----------------------
---------------------------------[by Ice Queen Zero]---------------------------
-----------------------------------[Channel F]-----------------------------------

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INTRODUCTION
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There are 2 games in this cart, one of them has you try to guess what the secret number is and the other one is where you try to be the first to empty out the final pile which I believe is unwinnable. The first game is Mind Reader and the 2nd game is Nim.

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DISCLAIMER
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For my other guides: http://www.gamefaqs.com/features/recognition/74803.html

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OVERVIEW
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Mind Reader: Try to guess the secret number is by continually choosing random numbers and adjusting them according to the clues given.

Nim: The are piles with numbers on them. You and the computer take turns taking numbers out of the piles until they are empty. Last one to take a number wins.

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CONTROLS
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Console and Controller

1 - Magic Numbers
2 - Nim

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| Mind Reader |
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At the start of the game:

S1: Change Time
S2: Change Mode
S4: Start Game

T1: 2:00
T2: 5:00
T3: 10:00
T4: 20:00

M1: 2-digits
M2: 3-digits
M3: 4-digits
M4: 5-digits

Joystick = Switch number
Plunge Down = Make choice
Twist Left = Number down
Twist Right = Number up

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|        Nim          |
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At the start of the game:

S1: Change Time
S2: Change Mode
S4: Start Game

T1: 2:00
T2: 5:00
T3: 10:00
T4: 20:00

M1: 3 piles
M2: 3 piles
M3: 6 piles
M4: 9 piles

Plunge Down = End turn
Twist Left = Number down
Twist Right = Number up
Joystick = Change Pile

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|      Mind Reader    |
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At the start of the game:

S1: Change Time
S2: Change Speed
S4: Start Game

T1: 2:00
T2: 5:00
T3: 10:00
T4: 20:00

M1: 2-digits
M2: 3-digits
M3: 4-digits
M4: 5-digits

Arrow keys (Joystick) = Switch number
Button 1 (Plunge Down) = Make choice
Button 4 (Twist Left) = Number down
Button 3 (Twist Right) = Number up

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|        Nim          |
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```

S1: Change Time
S2: Change Speed
S4: Start Game

T1: 2:00
T2: 5:00
T3: 10:00
T4: 20:00

M1: 3 piles
M2: 3 piles
M3: 6 piles
M4: 9 piles

Button 1 (Plunge Down) = End turn
Button 4 (Twist Left) = Number down
Button 3 (Twist Right) = Number up
Arrows = Change Pile

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GAMEPLAY
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I will go over the basics of both games so hang tight.

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| Mind Reader |
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The default choice is trying to guess the secret number within 20 attempts and 3 digits. Choose the number of digits you want to guess with. If you want to have a timed game, you can do so by press 1 first with the S? on the screen. You get 2-20 minutes.

When a choice is made, you will see either an H or a T pop up on the right or nothing at all. If you see an H, that means one or more of the numbers is in the correct position. A T means that a number is correct but it is in the wrong place. If you see all Hs then you have correctly guessed the secret number.

Note: Mom showed me an old toy she had when she was little and it was called Speak and Math (from the Speak and Spell series). There was a game on there that was called Number Stumpers and it works just about the same way as Mind Reader.

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| Nim |
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This is one game that even I can't for the life of me defeat the computer, no matter what I do, the computer always finds a way to get the upper hand. Your goal is to be the first one to empty the last pile. you can choose to have 3, 6, or 9 piles. Points are detemined based on time (if any) and mode. The first one to 100 is the total winner.

Update: I found a possible foolproof way to win. It's complicated but I managed to start winning. Think of the numbers as binaries thus the highest binary is 1111 or 15.

0 = 0000
1 = 0001
2 = 0010
3 = 0011
4 = 0100
5 = 0101
6 = 0110
7 = 0111
8 = 1000

 9 = 1001
10 = 1010
11 = 1011
12 = 1100
13 = 1101
14 = 1110
15 = 1111

Take the number of piles and stack them up. If the digit in place is even then the position, if a digit in place is odd then the whole number is unsafe. Ex:

6 12 1

0110
1100
0001

1211

You got 3 unsafe spots. Make it safe by taking 5 from 12 to make it 7.

0110
0111
0001

0222

The number is safe. The computer will try to make it unsafe but you can make the number safe again using the strategy above.

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CREDITS
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Fairchild for making the game.
GameFAQs for hosting my FAQ as well as my reviews.
The readers for reading the FAQ.
My grandpa, Jageau "Jagged O" Steile Sr. for having the actual Channel F unit.

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CONTACT ME
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My email address is here if you have any questions to ask about this FAQ or give any suggestions.

azulfria[at]hotmail[dot]com
[at] = @ and [dot] = .
Don't want any email bots.

Check out me and my sisters Youtube page at
http://www.youtube.com/user/PurrfectTrio

Thank you for reading

-Ice Queen Zero
Restore Page